

# Music Cartridge Demonstration

## FOR USE WITH THE MUSIC EDITOR CARTRIDGE

### Introduction

These programs are designed to provide entertainment and show what the Music Editor cartridge is capable of producing. The cassette contains 10 pieces including classics, carols and contemporary music.

### Titles

1. Hooked on Computer Classics
2. The Entertainer
3. Hark! The Herald Angels Sing *50*
4. Beethoven's Minuet in G *64*
5. The Sailor's Hornpipe
6. From Russia With Love
7. Yume-No-Tochyu
8. Rydeen
9. Nocturne
10. Beautiful Dreamer




### Hints On Creating Your Own Music

1. Attain some simple sheet music e.g. beginners piano or organ scripts.

### DO NOT TRY ANYTHING TOO COMPLICATED TO START WITH

2. You need at least one bar sign (this is to be found on the pound sign key) on each page of music, otherwise it is impossible to continue.
3. Certain lower chords may not be accepted by the computer. If the computer does not display or play the chord you are inputting, try adjusting the chord.

## QUICK REFERENCE GUIDE

	Main operation menu and other green screen	Play Mode	Direct Input Mode
	Moves the cursor up one line	No effect	Moves the cursor back to the beginning of the piece of music
	Moves the cursor down one line	No effect	Moves the cursor on to the next page of music
	Moves the cursor left or right	No effect	Moves the cursor left or right
<b>BREAK</b>	Returns to the main operation screen	No effect	Returns to the main operation screen
<b>INS/DEL</b>	Unshifted: Deletes a character one space to the left of the cursor Shifted: Deletes the note chord, bar	Unshifted: No effect	Unshifted: Deletes the note chord, bar

	to the left of the cursor			sign or rest beneath the cursor
<b>INS/DEL</b>	Shifted Inserts the next character in the blank space formed without removing any of the following text	No effect		Shifted Returns from the change facility to the INS/DEL facility
<b>CLR</b>	Clears the screen	No effect		Clears the last note, chord bar sign or rest inputted from the blue display and the keyboard at the bottom of the screen
<b>CHG</b>	No effect	No effect		Allows you to change the note, chord bar sign on rest beneath the cursor without changing the preceding or following music
<b>TEST</b>	No effect	No effect		Plays the page of music currently on

				the screen	
<b>END</b>	No effect	No effect	Returns to the arranged option screen		
<b>PLAY</b>	Enables the play mode	Returns to the direct input mode or the main operation screen, this disabling this mode	Enables the play mode		
<b>SHIFT 1</b>	Produces !	Changes instrument piano 1	Gives a 4 beat rest		
<b>SHIFT 2</b>	Produces "	Changes instrument to piano II	Gives a 2 beat rest		
<b>SHIFT 3</b>	Produces #	Changes instrument to organ	Produces a 3 beat rest		
<b>RESET</b>	Returns to the title screen. Music in the buffer is not erased	Returns to the title screen. Music in the buffer is not erased	Returns to the title screen. Music in the buffer is not erased.		



A B C D E F G A B C D E F G A B C D E

E-  
D  
C

A  
G

F

E

D

C

B

A

G

F

E

D

C

B

A



A

G

F

E

D

C

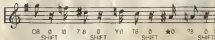
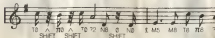
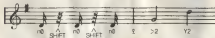
B

A



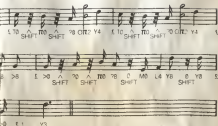
# COMPOSITION

1. Return to the main operation menu, press 2 [CR] to compose
2. Key in the music name  
#Star Wars# [CR]
3. \*Key signatures\*  
2 [CR] (1 sharp #)



and

4. Time signature  
4/4 [CR]
5. Tempo  
= 140 [CR]



## MUSIC CARTRIDGE DEMONSTRATIONS

### Tape Loading Instructions

1. Connect computer as shown in the users instruction card and insert the Music Editor cartridge.
2. Connect a lead from the earphone socket to the tape recorder in socket at the back of the computer.
3. Switch computer on.
4. When the main menu is displayed press 7 and [CR] to load music into the buffer.
5. The message "Key in music name or [CR]" will appear. Press [CR].
6. Insert the tape in tape recorder, rewind to the start, to the piece of music which you wish to load in, and press the play or load button on your Cassette or Data Recorder.

If everything is set up correctly the computer will put up a message telling you that it has found the piece of music. The piece will now be loaded from the Tape Recorder into the computer.

7. Upon pressing [CR] key, the computer will return to the main menu. Repeat from step 4 onwards to load in any other pieces of music.

NB. The music cartridge can store all 10 pieces of music on this cassette in its buffer at once.

8. When you have finished loading in all the pieces you require return to the main menu and press 4 to play the music.

NB. If a single r is entered the computer will play all the pieces of music in its memory repeatedly.

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